

Game, Toy, and Children's Vehicle Manufacturing: 2002

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2002 Economic Census

Manufacturing

Industry Series



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U.S. Department of Commerce
Economics and Statistics Administration
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-- Not applicable for this report.

Table 1. Historical Statistics for the Industry: 2002 and Earlier Years

[Data based on the 2002 Economic Census and the 2002 Annual Survey of Manufactures (ASM). For information on confidentiality protection, sampling error, nonsampling error, and explanation of terms, see note at end of table. For meaning of abbreviations and symbols, see introductory text]

Industry and year ¹	Com- panies ²	All estab- lish- ments ³	All employees		Production workers			Value added (\$1,000)	Total cost of materials (\$1,000)	Total value of shipments (\$1,000)	Total capital expendi- tures (\$1,000)	
			Number ⁴	Payroll (\$1,000)	Number ⁴	Hours (1,000)	Wages (\$1,000)					
339932, Game, toy, and children's vehicle manufacturing	2002..	732	742	19 510	640 909	13 165	24 359	321 457	2 506 378	2 093 495	4 511 965	136 261
	2001..	N	N	20 813	606 269	15 008	27 428	320 742	1 603 346	1 461 986	3 093 320	88 733
	2000..	N	N	22 968	633 276	17 316	31 979	360 421	1 686 616	1 663 148	3 389 984	106 383
	1999..	N	N	24 262	630 561	17 283	33 352	356 726	1 806 141	1 666 474	3 489 295	121 180
	1998..	N	N	28 160	734 152	20 219	39 034	405 678	2 196 712	1 870 095	4 041 698	111 664
	1997..	756	780	28 900	746 084	21 217	39 456	412 494	2 621 778	1 856 393	4 462 844	133 494

¹Statistics presented for years ending in 2 and 7 are census data. Interim census years are derived in a representative sample of manufacturing establishments canvassed in the Annual Survey of Manufactures (ASM).

²For the census, a company is defined as a business organization consisting of one establishment or more under common ownership or control.

³Includes establishments with payroll at any time during the year.

⁴Number of employees figures represent average number of production workers for pay period that includes the 12th of March, May, August, and November plus other employees for payroll period that includes the 12th of March.

Note: The data in this table are based on the 2002 Economic Census and the 2002 Annual Survey of Manufactures (ASM). To maintain confidentiality, the Census Bureau suppresses data to protect the identity of any business or individual. The census results in this table contain sampling errors and nonsampling errors. Data users who create their own estimates using data from American FactFinder tables should cite the Census Bureau as the source of the original data only. For explanation of terms, see Appendix A. For full technical documentation, see Appendix C.

Table 2. Industry Statistics for Selected States: 2002

[States that are a disclosure or with less than 100 employees are not shown. Data based on the 2002 Economic Census. For information on confidentiality protection, nonsampling error, explanation of terms, and geographical definitions, see note at end of table. For information on geographic areas followed by *, see Appendix D. For meaning of abbreviations and symbols, see introductory text]

Industry and geographic area	E ¹	All establishments ²		All employees		Production workers			Value added (\$1,000)	Total cost of materials (\$1,000)	Total value of shipments (\$1,000)	Total capital expenditures (\$1,000)
		Total	With 20 employees or more	Number ³	Payroll (\$1,000)	Number ³	Hours (1,000)	Wages (\$1,000)				
339932, Game, toy, and children's vehicle manufacturing												
United States	1	742	162	19 510	640 909	13 165	24 359	321 457	2 506 378	2 093 495	4 511 965	136 261
Arkansas	—	4	1	207	5 885	146	306	3 123	12 571	8 545	21 722	325
California	1	121	22	3 400	103 691	2 474	4 599	56 034	568 180	413 293	931 078	12 564
Colorado	1	21	4	254	9 293	169	302	3 395	33 907	19 696	52 151	1 589
Florida	6	33	2	206	5 847	131	220	2 847	13 284	9 310	22 606	1 789
Illinois	1	35	9	865	32 526	510	917	11 869	101 172	122 504	224 676	11 758
Iowa	4	10	2	137	3 638	94	209	2 056	9 521	7 937	18 038	468
Maryland	2	12	2	195	9 326	154	347	6 819	14 676	37 007	53 846	875
Michigan	1	25	3	342	9 785	224	428	4 363	17 745	23 594	42 194	3 856
Missouri	8	25	4	317	9 266	247	466	5 981	49 130	42 338	85 495	4 043
Nevada	7	10	6	416	18 191	155	277	3 850	111 350	53 858	165 011	8 085
New York	2	41	8	579	17 767	381	712	8 062	40 428	55 775	95 186	6 512
Ohio	—	33	15	2 562	77 411	1 948	3 314	42 776	306 037	136 341	425 753	26 657
Pennsylvania	1	43	14	1 110	33 916	705	1 287	15 055	96 189	83 534	179 371	2 724
Wisconsin	—	12	4	349	11 123	249	439	5 442	37 483	27 479	64 886	1 834

¹Some payroll and sales data for small single-establishment companies with up to 20 employees (cutoff varied by industry) were obtained from administrative records of other government agencies rather than from census report forms. These data were then used in conjunction with industry averages to estimate statistics for these small establishments. This technique was also used for a small number of other establishments whose reports were not received at the time data were tabulated. The following symbols are shown where estimated data account for 10 percent or more of the figures shown: 1–10 to 19 percent; 2–20 to 29 percent; 3–30 to 39 percent; 4–40 to 49 percent; 5–50 to 59 percent; 6–60 to 69 percent; 7–70 to 79 percent; 8–80 to 89 percent; 9–90 percent or more.

²Includes establishments with payroll at any time during the year.

³Number of employees figures represent average number of production workers for pay period that includes the 12th of March, May, August, and November plus other employees for payroll period that includes the 12th of March.

Note: The data in this table are based on the 2002 Economic Census. To maintain confidentiality, the Census Bureau suppresses data to protect the identity of any business or individual. The census results in this table contain nonsampling errors. Data users who create their own estimates using data from American FactFinder tables should cite the Census Bureau as the source of the original data only. For explanation of terms, see Appendix A. For full technical documentation, see Appendix C. For geographical definitions, see Appendix D.

Table 3. Detailed Statistics by Industry: 2002

[Data based on the 2002 Economic Census and the 2002 Annual Survey of Manufactures (ASM). For information on confidentiality protection, sampling error, nonsampling error, and explanation of terms, see note 2 at end of table. For meaning of abbreviations and symbols, see introductory text]

Item	Value
339932, Game, toy, and children's vehicle manufacturing	
Companies ¹	number.. 732
All establishments ²	number.. 742
Establishments with 1 to 19 employees	number.. 580
Establishments with 20 to 99 employees	number.. 127
Establishments with 100 employees or more	number.. 35
All employees ³	number.. 19 510
Total compensation	\$1,000.. 783 327
Annual payroll	\$1,000.. 640 909
Total fringe benefits	\$1,000.. 142 418
Production workers, average for year	number.. 13 165
Production workers on March 12	number.. 13 659
Production workers on May 12	number.. 13 082
Production workers on August 12	number.. 13 298
Production workers on November 12	number.. 12 818
Production worker hours	1,000.. 24 359
Production worker wages	\$1,000.. 321 457
Total cost of materials	\$1,000.. 2 093 495
Materials, parts, containers, packaging, etc., used	\$1,000.. 1 460 433
Resales	\$1,000.. 583 528
Purchased fuels	\$1,000.. 8 726
Purchased electricity	\$1,000.. 24 201
Contract work	\$1,000.. 16 607
Quantity of electricity purchased for heat and power	1,000 kWh.. 367 506
Quantity of electricity generated less sold for heat and power	1,000 kWh.. -
Total value of shipments	\$1,000.. 4 511 965
Primary products value of shipments	\$1,000.. 3 658 586
Secondary products value of shipments	\$1,000.. 146 376
Total miscellaneous receipts	\$1,000.. 707 003
Value of resales	\$1,000.. 678 814
Contract receipts	\$1,000.. 11 997
Other miscellaneous receipts	\$1,000.. 16 192
Primary products specialization ratio	percent.. 96
Value of primary products shipments made in all industries	\$1,000.. 3 712 233
Value of primary products shipments made in this industry	\$1,000.. 3 658 586
Value of primary products shipments made in other industries	\$1,000.. 53 647
Coverage ratio	percent.. 99
Value added	\$1,000.. 2 506 378
Total inventories, beginning of year	\$1,000.. 668 179
Finished goods inventories	\$1,000.. 377 083
Work-in-process inventories	\$1,000.. 68 299
Materials and supplies inventories	\$1,000.. 222 797
Total inventories, end of year	\$1,000.. 782 408
Finished goods inventories	\$1,000.. 465 798
Work-in-process inventories	\$1,000.. 67 492
Materials and supplies inventories	\$1,000.. 249 118
Gross value of depreciable assets (acquisition costs) at beginning of year	\$1,000.. 1 221 112
Total capital expenditures (new and used)	\$1,000.. 136 261
Buildings and other structures (new and used)	\$1,000.. 19 010
Machinery and equipment (new and used)	\$1,000.. 117 251
Automobiles, trucks, etc., for highway use	\$1,000.. 2 299
Computers and peripheral data processing equipment	\$1,000.. 20 112
All other expenditures for machinery and equipment	\$1,000.. 94 840
Total retirements	\$1,000.. 94 362
Gross value of depreciable assets at end of year	\$1,000.. 1 263 011
Depreciation charges during year	\$1,000.. 87 956
Total rental payments	\$1,000.. 70 836
Buildings and other structures	\$1,000.. 49 328
Machinery and equipment	\$1,000.. 21 508
Total other expenses ⁴	\$1,000.. 259 297
Response coverage ratio ⁵	percent.. 75
Repair and maintenance services of buildings and/or machinery ⁴	\$1,000.. 13 989
Communications services ⁴	\$1,000.. 5 745
Legal services ⁴	\$1,000.. 13 223
Accounting, auditing, and bookkeeping services ⁴	\$1,000.. 2 741
Advertising and promotional services ⁴	\$1,000.. 29 094
Expensed computer hardware and supplies and purchased computer services ⁴	\$1,000.. 4 178
Refuse removal (including hazardous waste) services ⁴	\$1,000.. 2 696
Management consulting and administrative services ⁴	\$1,000.. 10 345
Taxes and license fees ⁴	\$1,000.. 23 989
All other expenses ⁴	\$1,000.. 153 299

¹For the census, a company is defined as a business organization consisting of one establishment or more under common ownership or control.

²Includes establishments with payroll at any time during the year.

³Number of employees figures represent average number of production workers for pay period that includes the 12th of March, May, August, and November plus other employees for payroll period that includes the 12th of March.

⁴Based on Annual Survey of Manufactures (ASM) sample data.

⁵A response coverage ratio is derived for this item by calculating the ratio of the weighted employment (establishment data multiplied by sample weight) for those Annual Survey of Manufactures (ASM) establishments that reported to the weighted total employment for all ASM establishments classified in this industry.

Note 1: The amounts shown for other expenses reflect only those services that establishments purchase from other companies.

Note 2: The data in this table are based on the 2002 Economic Census and the 2002 Annual Survey of Manufactures (ASM). To maintain confidentiality, the Census Bureau suppresses data to protect the identity of any business or individual. The census results in this table contain sampling errors and nonsampling errors. Data users who create their own estimates using data from American FactFinder tables should cite the Census Bureau as the source of the original data only. For explanation of terms, see Appendix A. For full technical documentation, see Appendix C.

Table 4. Industry Statistics by Employment Size: 2002

[Data based on the 2002 Economic Census. For information on confidentiality protection, nonsampling error, and explanation of terms, see note at end of table. For meaning of abbreviations and symbols, see introductory text]

Employment size class	E ¹	All establishments ²	All employees		Production workers			Value added (\$1,000)	Total cost of materials (\$1,000)	Total value of shipments (\$1,000)	Total capital expenditures (\$1,000)
			Number ³	Payroll (\$1,000)	Number ³	Hours (1,000)	Wages (\$1,000)				
339932, Game, toy, and children's vehicle manufacturing											
All establishments	1	742	19 510	640 909	13 165	24 359	321 457	2 506 378	2 093 495	4 511 965	136 261
Establishments with—											
1 to 4 employees	9	388	727	21 509	538	847	11 743	58 346	39 760	98 475	3 217
5 to 9 employees	6	121	816	27 399	598	1 117	14 240	73 527	60 293	133 449	4 071
10 to 19 employees	3	71	1 006	31 062	689	1 244	15 810	81 477	69 796	153 442	7 722
20 to 49 employees	3	87	2 772	88 843	1 795	3 330	40 404	304 806	221 371	518 478	14 983
50 to 99 employees	1	40	2 729	81 289	2 095	3 971	48 761	331 540	303 135	631 907	12 462
100 to 249 employees	1	25	3 833	131 642	2 344	4 459	54 310	463 676	378 320	832 278	32 592
250 to 499 employees	1	5	1 445	47 809	911	1 875	27 428	115 993	120 645	231 810	5 330
500 to 999 employees	—	1	f	D	D	D	D	D	D	D	D
1,000 to 2,499 employees	—	4	i	D	D	D	D	D	D	D	D
2,500 employees or more	—	—	—	—	—	—	—	—	—	—	—
Administrative records ⁴	9	436	1 156	35 839	887	1 505	19 624	95 023	68 552	163 533	5 701

¹Some payroll and sales data for small single-establishment companies with up to 20 employees (cutoff varied by industry) were obtained from administrative records of other government agencies rather than from census report forms. These data were then used in conjunction with industry averages to estimate statistics for these small establishments. This technique was also used for a small number of other establishments whose reports were not received at the time data were tabulated. The following symbols are shown where estimated data account for 10 percent or more of the figures shown: 1—10 to 19 percent; 2—20 to 29 percent; 3—30 to 39 percent; 4—40 to 49 percent; 5—50 to 59 percent; 6—60 to 69 percent; 7—70 to 79 percent; 8—80 to 89 percent; 9—90 percent or more.

²Includes establishments with payroll at any time during the year.

³Number of employees figures represent average number of production workers for pay period that includes the 12th of March, May, August, and November plus other employees for payroll period that includes the 12th of March.

⁴Some payroll and sales data for small single-establishment companies with up to 20 employees (cutoff varied by industry) were obtained from administrative records of other government agencies rather than from census report forms. These data were then used in conjunction with industry averages to estimate statistics for these small establishments. Data are also included in respective size classes shown.

Note: The data in this table are based on the 2002 Economic Census. To maintain confidentiality, the Census Bureau suppresses data to protect the identity of any business or individual. The census results in this table contain nonsampling errors. Data users who create their own estimates using data from American FactFinder tables should cite the Census Bureau as the source of the original data only. For explanation of terms, see Appendix A. For full technical documentation, see Appendix C.

Table 5. Industry Statistics by Primary Product Class Specialization: 2002

[Data based on the 2002 Economic Census. For information on confidentiality protection, nonsampling error, and explanation of terms, see note at end of table. For meaning of abbreviations and symbols, see introductory text]

Industry or product class code	Industry or primary product class	All establishments ¹	All employees		Production workers			Value added (\$1,000)	Total cost of materials (\$1,000)	Total value of shipments (\$1,000)	Total capital expenditures (\$1,000)
			Number ²	Payroll (\$1,000)	Number ²	Hours (1,000)	Wages (\$1,000)				
339932	Game, toy, and children's vehicle manufacturing	742	19 510	640 909	13 165	24 359	321 457	2 506 378	2 093 495	4 511 965	136 261
3399322	Baby carriages and children's vehicles (including parts for children's vehicles sold separately), excluding bicycles with pneumatic tires	8	1 961	65 427	1 163	2 093	24 795	282 047	414 647	693 726	11 892
3399326	Models (operating and static), craft kits and supplies, natural science kits and sets, and collectors' miniatures	75	3 242	97 501	2 267	4 322	50 813	270 988	253 827	524 778	19 857
3399327	Nonelectronic games and puzzles, including parts	34	2 893	99 803	2 139	4 163	62 659	262 882	219 164	481 836	13 907
3399328	Other nonelectronic toys, including parts	70	6 516	217 371	4 279	7 870	109 829	944 970	675 223	1 582 286	64 529
3399329	Other electronic toys and games, including home video games (excluding cartridges, disks, and tapes)	15	2 422	82 501	1 459	2 593	31 088	552 625	384 241	890 449	14 085

¹Includes establishments with payroll at any time during the year.

²Number of employees figures represent average number of production workers for pay period that includes the 12th of March, May, August, and November plus other employees for payroll period that includes the 12th of March.

Note: The data in this table are based on the 2002 Economic Census. To maintain confidentiality, the Census Bureau suppresses data to protect the identity of any business or individual. The census results in this table contain nonsampling errors. Data users who create their own estimates using data from American FactFinder tables should cite the Census Bureau as the source of the original data only. For explanation of terms, see Appendix A. For full technical documentation, see Appendix C.

Table 6a. **Products Statistics: 2002 and 1997**

[Includes quantity and value of products of this industry produced by (1) establishments classified in this industry (primary) and (2) establishments classified in other industries (secondary). Transfers of products of this industry from one establishment of a company to another establishment of the same company (interplant transfers) are also included. Data based on the 2002 Economic Census. For information on confidentiality protection, nonsampling error, and explanation of terms, see note 2 at end of table. For meaning of abbreviations and symbols, see introductory text]

Product code	Product	Number of companies with shipments of \$100,000 or more	Quantity of production for all purposes	Product shipments	
				Quantity	Value (\$1,000)
339932	Game, toy, and children's vehicle manufacturing	2002.. N 1997.. N	X X	X X	3 712 233 3 905 925
3399322	Baby carriages and children's vehicles (including parts for children's vehicles sold separately), excluding bicycles with pneumatic tires	2002.. N 1997.. N	X X	X X	444 346 N
33993221	Baby carriages and children's vehicles (including parts for children's vehicles sold separately), excluding bicycles with pneumatic tires	2002.. N 1997.. N	X X	X X	444 346 N
3399322101	Baby carriages and strollers	2002.. 5 1997.. N	X X	X X	D N
3399322106	Plastics tricycles, including chain and pedal driven	2002.. 2 1997.. N	X X	X X	D N
3399322131	Other children's vehicles (including children's automobiles, scooters, tractors, wagons, baby walkers, and sleds), excluding bicycles with pneumatic tires	2002.. 7 1997.. N	X X	X X	364 769 N
3399322111	Parts for children's vehicles sold separately	2002.. 2 1997.. N	X X	X X	D N
3399322Y	Baby carriages and children's vehicles (including parts for children's vehicles sold separately), excluding bicycles with pneumatic tires, nsk	2002.. N 1997.. N	X X	X X	— N
3399322YVV	Baby carriages and children's vehicles (including parts for children's vehicles sold separately), excluding bicycles with pneumatic tires, nsk	2002.. N 1997.. N	X X	X X	— N
3399327	Nonelectronic games and puzzles, including parts	2002.. N 1997.. N	X X	X X	472 347 638 310
33993273	Nonelectronic games and puzzles, including parts	2002.. N 1997.. N	X X	X X	471 336 N
3399327301	Board games	2002.. 24 1997.. N	X X	X X	340 576 N
3399327306	Nonelectronic sports-oriented action and skill games, including baseball and football action and skill games	2002.. 10 1997.. N	X X	X X	33 318 N
3399327311	Nonelectronic nonsports-oriented action and skill games	2002.. 5 1997.. N	X X	X X	4 804 N
3399327316	Puzzles	2002.. 15 1997.. N	X X	X X	65 064 N
3399327321	Other nonelectronic games	2002.. 11 1997.. N	X X	X X	D N
3399327326	Parts for nonelectronic games	2002.. 1 1997.. N	X X	X X	D N
3399327Y	Nonelectronic games and puzzles, including parts, nsk	2002.. N 1997.. N	X X	X X	1 011 2 476
3399327YVV	Nonelectronic games and puzzles, including parts, nsk	2002.. N 1997.. N	X X	X X	1 011 2 476
3399326	Models (operating and static), craft kits and supplies, natural science kits and sets, and collectors' miniatures	2002.. N 1997.. N	X X	X X	482 695 N
33993261	Models, including components and accessories	2002.. N 1997.. N	X X	X X	255 191 N
3399326102	Electrically operating model trains and railroads, including individual units, kits, sets, and accessories	2002.. 12 1997.. N	X X	X X	103 332 N
3399326106	Other operating models (including models of boats, cars, and planes), including individual units, kits, sets, and accessories	2002.. 13 1997.. N	X X	X X	76 535 N
3399326116	Plastics static models (including models of boats, cars, planes, trains, and railroads), including individual units, kits, sets, and accessories	2002.. 12 1997.. N	X X	X X	42 061 N
3399326118	Other static models (including models of boats, cars, planes, trains, and railroads), including individual units, kits, sets, and accessories	2002.. 6 1997.. N	X X	X X	14 780 N
3399326121	Components and accessories for models	2002.. 12 1997.. N	X X	X X	18 483 N
33993262	Craft kits and supplies, natural science kits and sets, and collectors' miniatures	2002.. N 1997.. N	X X	X X	225 813 N
3399326227	Craft kits and supplies, individually packaged and in bulk (including beader, decoupage, embroidery, macrame, and paint by number kits and supplies), excluding glass beads	2002.. 36 1997.. N	X X	X X	179 791 N
3399326231	Natural science kits and sets, including botanical, chemistry, electrical, and mineralogical kits and sets	2002.. 5 1997.. N	X X	X X	D N
3399326236	Collectors' miniatures, including aircraft, scale cars, historic figures, doll houses and accessories, and soldiers (excluding dolls)	2002.. 8 1997.. N	X X	X X	D N
3399326Y	Models (operating and static), craft kits and supplies, natural science kits and sets, and collectors' miniatures, nsk	2002.. N 1997.. N	X X	X X	1 691 N
3399326YVV	Models (operating and static), craft kits and supplies, natural science kits and sets, and collectors' miniatures, nsk	2002.. N 1997.. N	X X	X X	1 691 N
3399329	Other electronic toys and games, including home video games (excluding cartridges, disks, and tapes)	2002.. N 1997.. N	X X	X X	817 071 188 111
33993291	Other electronic toys and games, including home video games (excluding cartridges, disks, and tapes)	2002.. N	X	X	817 071

See footnotes at end of table.

Table 6a. Products Statistics: 2002 and 1997—Con.

[Includes quantity and value of products of this industry produced by (1) establishments classified in this industry (primary) and (2) establishments classified in other industries (secondary). Transfers of products of this industry from one establishment of a company to another establishment of the same company (interplant transfers) are also included. Data based on the 2002 Economic Census. For information on confidentiality protection, nonsampling error, and explanation of terms, see note 2 at end of table. For meaning of abbreviations and symbols, see introductory text]

Product code	Product	Number of companies with shipments of \$100,000 or more	Quantity of production for all purposes	Product shipments	
				Quantity	Value (\$1,000)
339932	Game, toy, and children's vehicle manufacturing—Con.				
3399329	Other electronic toys and games, including home video games (excluding cartridges, disks, and tapes)—Con.				
33993291	Other electronic toys and games, including home video games (excluding cartridges, disks, and tapes)—Con.				
	1997..	N	X	X	188 111
3399329100	Other electronic toys and games, including home video games (excluding cartridges, disks, and tapes)	2002..	X	X	817 071
	1997..	13	X	X	188 111
3399328	Other nonelectronic toys, including parts	2002..	X	X	1 248 780
	1997..	N	X	X	N
33993281	Nonpowered transportation toys and toy sets	2002..	X	X	534 916
	1997..	N	X	X	N
3399328116	Plastics nonpowered transportation toys, nonriding, sold without accessories, more than 6 inches in length (excluding model kits)	2002..	X	X	506 905
	1997..	N	X	X	N
3399328121	Other nonpowered transportation toys, nonriding, sold without accessories, more than 6 inches in length (excluding model kits)	2002..	X	X	D
	1997..	2	X	X	N
3399328141	Other nonpowered transportation toys and toy sets, nonriding (excluding model kits)	2002..	X	X	D
	1997..	N	X	X	N
33993282	Toy guns, gun sets, and rifles	2002..	X	X	D
	1997..	N	X	X	N
3399328251	Toy guns, gun sets, and rifles	2002..	X	X	D
	1997..	3	X	X	N
33993283	Housekeeping and cooking toys, including tea sets and play tools	2002..	X	X	D
	1997..	N	X	X	N
3399328366	Housekeeping and cooking toys, including tea sets and play tools	2002..	X	X	D
	1997..	5	X	X	N
33993284	Other preschool playsets and toys, excluding building toys and infant toys	2002..	X	X	71 686
	1997..	N	X	X	N
3399328446	Other preschool playsets and toys, excluding building toys and infant toys	2002..	X	X	71 686
	1997..	17	X	X	N
33993285	All other nonelectronic toys, including parts	2002..	X	X	518 964
	1997..	N	X	X	N
3399328511	Juvenile-scale sporting goods, gardening toys, sand toys, and inflatables (including water toys)	2002..	X	X	56 453
	1997..	10	X	X	N
3399328521	Doll carriages, strollers, and carts	2002..	X	X	D
	1997..	2	X	X	N
3399328531	Other infant toys	2002..	X	X	D
	1997..	6	X	X	N
3399328551	All other nonelectronic toys	2002..	X	X	433 808
	1997..	N	X	X	N
3399328571	Parts for nonelectronic toys	2002..	X	X	9 549
	1997..	4	X	X	N
3399328Y	Other nonelectronic toys, including parts, nsk	2002..	X	X	252
	1997..	N	X	X	N
3399328YWV	Other nonelectronic toys, including parts, nsk	2002..	X	X	252
	1997..	N	X	X	N
339932W	Game, toy, and children's vehicle manufacturing, nsk, total	2002..	X	X	246 994
	1997..	N	X	X	367 279
339932WY	Game, toy, and children's vehicle manufacturing, nsk, total	2002..	X	X	246 994
	1997..	N	X	X	367 279
339932WYWW	Game, toy, and children's vehicle manufacturing, nsk, for nonadministrative-record establishments	2002..	X	X	100 924
	1997..	N	X	X	298 161
339932WYWY	Game, toy, and children's vehicle manufacturing, nsk, for administrative-record establishments	2002..	X	X	146 070
	1997..	N	X	X	69 118

Note 1: For some establishments, data have been estimated from central unit values that are based on quantity-value relationships of reported data. The following symbols are used when percentage of each quantity figure estimated in this manner equals or exceeds 10 percent of published figure: p–10 to 19 percent estimated; q–20 to 29 percent estimated. If 30 percent or more is estimated, figure is replaced by S.

Note 2: The data in this table are based on the 2002 Economic Census. To maintain confidentiality, the Census Bureau suppresses data to protect the identity of any business or individual. The census results in this table contain nonsampling errors. Data users who create their own estimates using data from American FactFinder tables should cite the Census Bureau as the source of the original data only. For explanation of terms, see Appendix A. For full technical documentation, see Appendix C.

Table 6b. **Product Class Shipments for Selected States: 2002 and 1997**

[Product classes covered are those that are economically significant and whose production is geographically dispersed, provided dispersion is not approximated by data in Table 2. Also, product classes are not shown if they are miscellaneous or "not specified by kind" classes. Statistics for some states are withheld because they are either less than \$2 million in product class shipments or they disclose data for individual companies in 2002. Data based on the 2002 Economic Census. For information on confidentiality protection, nonsampling error, explanation of terms, and geographic definitions, see note at end of table. For information on geographic areas followed by *, see Appendix D. For meaning of abbreviations and symbols, see introductory text]

NAICS product class code	Product class and geographic area	Value of product shipments (\$1,000)
3399322	Baby carriages and children's vehicles (including parts for children's vehicles sold separately), excluding bicycles with pneumatic tires	
	United States..... 2002.. 1997..	444 346 N
3399326	Models (operating and static), craft kits and supplies, natural science kits and sets, and collectors' miniatures	
	United States..... 2002.. 1997..	482 695 N
	California..... 2002.. 1997..	55 012 N
	Florida..... 2002.. 1997..	4 350 N
	Illinois..... 2002.. 1997..	48 368 N
	Ohio..... 2002.. 1997..	22 115 N
	Pennsylvania..... 2002.. 1997..	58 119 N
3399327	Nonelectronic games and puzzles, including parts	
	United States..... 2002.. 1997..	472 347 638 310
	California..... 2002.. 1997..	8 896 13 115
	New York..... 2002.. 1997..	5 551 2 476
	Pennsylvania..... 2002.. 1997..	5 256 N
3399328	Other nonelectronic toys, including parts	
	United States..... 2002.. 1997..	1 248 780 N
	California..... 2002.. 1997..	82 116 N
	New York..... 2002.. 1997..	13 752 N
	Ohio..... 2002.. 1997..	312 913 N
	Pennsylvania..... 2002.. 1997..	29 265 N
3399329	Other electronic toys and games, including home video games (excluding cartridges, disks, and tapes)	
	United States..... 2002.. 1997..	817 071 188 111
	Nevada..... 2002.. 1997..	137 723 N

Note: The data in this table are based on the 2002 Economic Census. To maintain confidentiality, the Census Bureau suppresses data to protect the identity of any business or individual. The census results in this table contain nonsampling errors. Data users who create their own estimates using data from American FactFinder tables should cite the Census Bureau as the source of the original data only. For explanation of terms, see Appendix A. For full technical documentation, see Appendix C. For geographical definitions, see Appendix D.

Table 7. Materials Consumed by Kind: 2002 and 1997

[Includes quantity and cost of materials consumed or put into production by establishments classified only in this industry. Data based on the 2002 Economic Census. For information on confidentiality protection, nonsampling error, and explanation of terms, see note 2 at end of table. For meaning of abbreviations and symbols, see introductory text]

Material code	Material consumed	Quantity	Delivered cost (\$1,000)
339932	Game, toy, and children's vehicle manufacturing		
00900001	Total materials2002..	X	1 460 433
1997..	X	1 445 207
33200005	Fabricated metal products, including forgings2002..	X	50 278
1997..	X	30 978
33120001	Steel shapes and forms (excluding castings, forgings, and fabricated metal products)2002..	X	4 320
1997..	X	24 896
32521105	Plastics resins consumed in the form of granules, pellets, powders, liquids, etc.2002..	X	139 312
1997..	X	317 128
32610013	Plastics products consumed in the form of sheets, rods, tubes, film, and other shapes2002..	X	130 593
1997..	X	140 709
31321017	Broadwoven fabrics2002..	X	11 305
1997..	X	N
32213001	Paperboard (including news, chip, pasted, tablet, check, binders' board), excluding for shipping2002..	X	41 843
1997..	X	77 885
32221001	Paperboard containers, boxes, and corrugated paperboard2002..	X	101 747
1997..	X	150 304
32200003	Other paper products2002..	X	27 377
1997..	X	45 536
32100001	Lumber and wood products (excluding furniture)2002..	X	18 926
1997..	X	N
001900B4	Electronic components and accessories (including circuit boards and recording heads)2002..	X	35 092
1997..	X	58 927
00970099	All other materials and components, parts, containers, and supplies2002..	X	336 488
1997..	X	415 894
00971000	Materials, ingredients, containers, and supplies, nsk2002..	X	563 152
1997..	X	182 950

Note 1: For some establishments, data have been estimated from central unit values that are based on quantity-value relationships of reported data. The following symbols are used when percentage of each quantity figure estimated in this manner equals or exceeds 10 percent of published figure: p-10 to 19 percent estimated; q-20 to 29 percent estimated. If 30 percent or more is estimated, figure is replaced by S.

Note 2: The data in this table are based on the 2002 Economic Census. To maintain confidentiality, the Census Bureau suppresses data to protect the identity of any business or individual. The census results in this table contain nonsampling errors. Data users who create their own estimates using data from American FactFinder tables should cite the Census Bureau as the source of the original data only. For explanation of terms, see Appendix A. For full technical documentation, see Appendix C.